ROOT SOLDIER

51 POINTS

Infantry, Plant, Soldier, Spirit, Wood

+1

2

+2 +2

RANGE	RANGE	RANGE	RANGE
2	0	0	0

REGENERATION: You may make a special save (3) when defeated in a Melee or Ballistic assault or by a hazard without the Fire type.

ROUGHSHOD: You treat rough ground as open ground when moving.

